

## COMBAT OPTIONS

### Posture

Attack	Default
Full Attack	2 free raises to attacking for Damage or accuracy. When attacked opponents gain 3 free raises
Full defense	Roll agility/defense and add result to tn to be hit against a number of opponents equal to your insight rank.

### What can be done in a round

Focus	You may spend the round preparing a perfect strike. Gain a free raise only usable to increase damage for each round focusing/ you may focus for your void in rounds
Melee Attack	You may make attack once a round. In the attack posture you may move your full movement and attack but this requires a raise be made. In full attack you may move and attack without penalty.
Misc. Action	You may perform a single miscellaneous action. You may move up to half your movement but the action requires a raise.
Move	You may move your water ring x10; half of that in full defense.
Ranged Attack	You may make ranged attacks once a round, only while in the attack posture. +10 to tn if firing from horseback.
Ride a Horse	May ride instead of move when mounted. Without the skill it is a misc. action and you therefore cannot attack.
Run	Run at water ring x30 but may take no other actions.
Speak	you may speak without penalty in combat.
Stand up	If knocked prone you may rise as your action. If in the full attack posture you may make an attack while rising by declaring 2 raises.
Special ability	Spells, kiho, etc that take an action may only be used in the attack posture.

### Raises

Disarm	3 raises. Contested attack rolls to hold on to weapon. Opponent may opt to use strength instead of normal trait to keep weapon.
Called shot	1 raise- torso/ 2 raises- arm/ 3 raises- head
Extra attack	4 raises. Must aim both attacks at one target, and if either attack misses both fail. May only be attempted once a round.
Feint	No damage but gain a free raise on next attack against target. Raise must be used before then end of next round.
Guard	1+ raises. For each raise declared a ally next to you gains +5 to there tn to be hit against the target of the guard.
Extra Damage	1+ raises. Each odd raise adds +1k0 and each even raise adds +0k1
Knock down	3 raises. If total of you attack roll (including raises) Exceeds opponent's Earth + Insight rank they are knocked prone.

### Initiative

Roll Reflexes/Insight rank.

### Modifiers

Darkness	
-Dim Light	+5 tn penalty to melee attacks +10 tn penalty to ranges attacks
-Total Darkness	+20 tn penalty to melee attacks Ranged attacks are impossible.
Flanking	-2 tn bonus on melee attacks if you and ally are on opposite sides of an opponent.
Higher Ground	-2 tn bonus on attacks if you are attacking from higher ground.
Lower Ground	+2 tn penalty on attacks if you are attacking from lower ground
Off handed fighting	+5 tn penalty to all attacks unless you have the ambidextrous advantage.
Prone	attacks gain a -10 tn bonus to melee attacks, and +10 tn penalty to ranges attacks against prone foes.
Surprised	If caught by surprise you gain a -20 penalty to your initiative.
Two-Weapon fighting	Holding a weapon in your off hand gives you +5 tn penalty to all attacks; Even if weapon is unused.
Unfavorable Terrain	+5 to +15 tn penalty to all attacks, depending on severity of terrain.

### Grappling

Agility/Jiujutsu(wresting) attack roll to begin a grapple. Armor is ignored for this roll. Raises may be declared to strengthen the hold.

If initial attack succeeds there is an immediate contested raw strength roll to control the grapple. Raises made to improve the hold, give you free raise to this roll.

On his turn the controller of the grapple may release the grapple, inflict damage, using unarmed damage or that of a small weapon, or hold his opponent motionless. After that the grapplers make another contested strength roll with a free raise going to the controller.

### Range modifiers

0' to 50'	None	150' to 200'	+25 to tn
50' to 100'	+10 to tn	200' to 250'	+30 to tn
100' to 150'	+15 to tn	250'+	+10 to tn /+50'

## HONOR LOSSES / GAINS

Actions	1	1	2	3	4	5
Accepting a bribe	0	0	-2	-2	-4	-4
Accepting responsibility for a superior's shameful actions	5	4	3	2	2	2
Acknowledging a superior opponent	2	2	2	1	1	0
Aiding a Wounded Enemy	5	4	3	3	3	2
Being an Accomplice to Heinous Crime	0	-2	-4	-6	-8	-10
Being an Accomplice to Minor Crime	0	0	-2	-2	-4	-4
Being Disloyal to your lord, spouse or superior	0	-1	-3	-5	-7	-9
Being duped into performing a Criminal act	0	-2	-4	-6	-8	-10
Being duped into performing a Disloyal act	0	-1	-3	-3	-5	-7
Being duped into performing a Foolish act	0	-1	-2	-3	-4	-5
Committing a Blasphemously Breech of etiquette	-3	-3	-5	-5	-8	-10
Committing a major breech of etiquette	0	-1	-1	-1	-3	-3
Committing a minor breech of etiquette	0	0	-1	-1	-1	-1
Deliberately deceiving another	0	-1	-1	-3	-3	-5
Disobeying your lords commands	0	-1	-1	-3	-3	-5
Enduring an insult to your ancestors	0	-1	-2	-3	-4	-5
Enduring an insult to yourself	2	1	1	0	0	1
Enduring an insult to your Family or Clan	0	0	-1	-1	-2	-2
Facing a clearly superior foe in the name of you Clan or Family	4	3	3	2	2	1
Fleeing from Battle	0	-1	-2	-3	-4	-5
Following orders despite personal misgivings	2	2	0	0	-1	-1
Fulfilling a promise despite great personal cost	4	4	3	2	1	0
Giving a truthful report that will harm your own standing	4	3	2	1	0	0
Instigating unwarranted violence	0	0	-2	-2	-4	-5
Lying to bolster your own reputation	0	-1	-2	-3	-4	-5
Manipulating another person to perform a dishonorable act (You also loss honor for the act)	0	-1	-2	-3	-4	-5
Politely Ignoring another's dishonorable behavior	+1	+1	0	0	-1	-1
Pretending to show curtesy to gain an advantage	0	0	-1	-3	-5	-5
Protecting your Clan/Lord/Family interests at great Personal risk	5	4	3	3	2	1
Showing kindness to one beneath your station	3	3	2	2	1	1
Showing Sincere curtesy	5	5	3	1	0	0

## VOID POINT USAGE

Enhance a roll- 1 Void point per roll may be used to enhance the roll. Either granting a Free raise, +1k1 or a rank in a skill for 1 roll.

Encouragement- you may spend 1 void point as a comrade performs an action to encourage him as long as he can see and hear you. They gain a void point to enhance the next action they take, and may spend there own void on it as well.

Final Strike- 3 void points to make a final attack as you are reduced to the down or out wound level. 5 void points if you are killed out right.

Gain an Action- 2 void points to gain an additional none attack action in a round.

Persistence - 1 void point to ignore your wound penalties for a single action

Speed- 2 void points to get +1k1 to you initiative roll.

Switch Initiative- spend 1 void point and switch initiative totals with a willing ally.

Tn increase- once per turn spend 1 void point and increase you tn to be hit by +10 until your next action.

Wound Reduction- once per round you may spend 1 void point to negate 10 wounds from a single attack.

## TIDES OF BATTLE

Any round in which you did not suffer any damage from being attacked you may roll a non-exploding die and add it to your Initiative.

If you successfully attacked or did wounds to an opponent you may instead lower his Initiative by the die total.

## SPELLCASTING

To cast a spell roll Ring of spell + Rank (including affinity of deficiency) keep Ring. Tn is 10 + 5x master level of spell. Casting time is mastery level of spell in rounds.

*Raises*

1+Raises- Lower casting time of spell by one round per raise

1+Raises- Increase fortitude of spell increasing the tn to counter it by +5 per raise.

3 Raises- Master the spell. Cast the spell without using a spell slot

## ARMOR

### Armor

Ashigaru Armor	+3 to TN to be hit
Light Armor	+5 to TN to be hit; +5 to TN of all Athletics and Stealth rolls
Heavy Armor	+10 to TN to be hit; +5 to TN of all Skill rolls involving Agility or Reflexes.
Riding Armor	+8 to TN to be hit; +5 to TN of all Skill rolls involving Agility or Reflexes. Counts as Heavy armor for all purposes. On horseback it provides +14 to Tn to be hit.

### Weapons

#### Arrows

Willow leaf	DR 2k2
Armor Piercing	DR 1k2; Ignore TN to be hit bonus of targets armor
Flesh Cutter	DR 2k3; Double TN to be hit bonus of targets armor, ranges are halved.
Rope Cutter	DR 1k1; Two Free Raises against inanimate objects, ranges are halve
Humming Bulb	DR 0k1; Produces a loud whistling noise.

#### Bows

Daikyū	Min/Max Strength 3/4, Max Range 600', +2k0 to DR, +10 to TN if fired from foot, no penalty if fired while mounted, Range penalties are reduced by 10
Hankyū	Min/Max Strength 1/1, Max Range 100', Drawing this weapon does not count as an action.
Shinjo Horsebow	Min/Max Strength 1/2, Max Range 300', Range Penalties are reduced by 5, No penalty for firing while mounted.
Tsuruchi Longbow	Min/Max Strength 3/5, Max Range 400', +1k1 to DR, Range Penalties are reduced by 10
Yumi	Min/Max Strength 1/3, Max Range 300'

### Chain Weapons

All Chain Weapons	Grant a free raise on disarm and knockdown. And on a successful disarm or knock down you begin a grapple.
Kusarigama	DR 0k2(Kama)/ DR 0k1(Chain) in a grapple it's a 1k3 weapon.
Kyoketsu-Shogi	DR 0k1; Double TN to be hit bonus of targets armor
Manrikikusari	DR 2k1

### Heavy Weapons

Increase the Wielder strength by 50% for damage(round down).	
Dai Tsuchi	DR 1k3 Required STR 3 to wield, Reduce Armor and Carapace by 5
Masakari	DR 0k3
Ono	DR 0k4
Tetsubo	DR 0k3, Required STR 3 to wield, Reduce Armor and Carapace by 10

### Knives

Once per round you may draw a knife as a free action. Knives can be thrown 30'	
Tanto / Aiguchi	DR 1k1; free raise to conceal with sleight if hand
Jitte / Sai	DR 1k1; free raise to disarm opponent, two if he wields a sword

### Ninja Ranged Weapons

Blowgun	DR 1, range 30', Double TN to be hit bonus of targets armor
Shuriken / Tsubute	DR 1k1 no strength to damage, tens don't explode

### Peasant Weapons

Kama	DR 0k2, no penalty for holding a 2 <sup>nd</sup> kama, +1k1 if wielding 2.
Kumade	DR 1k2, Free raise to climbing
Parangu	DR 2k2

### Polearms and Spears

Free raise against mounted and larger opponents, -1k0 damage against normal targets	
Bisento	DR 1k4
Lance	DR 1k2, see page 175 for full rules.
Mai Chong	DR 3k2
Nagamaki	DR 2k3, may spend 1 void to add 1k1 to damage
Nage-Yari	DR 1k2, may be thrown 50'
Naginata	DR 1k3, +1k0 or +0k1, may spend 1 void to add 1k1 to damage
Sasumata	DR 1k1, May be used in a grapple.
Sodegarami	DR 1k1, May be used in a grapple, you gain a free raise if they are wearing loose clothing.
Yari	DR 2k2, DR 1k2 if thrown range 30' +1k1 if used mounted.

### Staves

Double TN to be hit bonus of targets armor or raise it by 5 which ever is less, gain a free raise on knockdown attempts.	
Bo	DR 0k2, if you have Bo emphasis +5 to you TN to be hit
Jo	DR 0k2, if you have Jo emphasis you can weild 2 to gain +1k1 at no penalty
Nunchaku	DR 0k2, may start grapple as if they were a chain weapon.
Pipe	DR 1k1, may be loaded with Metsubishi range 5'
Blade Sang Kauw	DR 1k2, +2 to attacks against any one who missed you, +5 penalty to your attacks if you do not have Sang Kauw Emphasis
Sheild Sang Kauw	DR 2k1, +5 to you TN to be hit, +5 penalty to your attacjs if you do not have Sang Kauw Emphasis
Tonfa	DR 0k1, +3 if you have tonfa emphasis +3 to your tn to be hit while wielding one, +2 more if using 2, normal penalties for two weapons apply

### Swords

All Swords may spend 1 void point to add 1k1 to damage.	
Katana	DR 3k2, may spend another void point to add a total of 2k2 to damage
Ninja-to	DR 2k2; free raise to conceal with sleight if hand
No daichi	DR 3k2, two handed gains heavy weapon bonus damage.
Scimitar	DR 4k2, two handed
Wakizashi	DR 2k2, no penalties for holding in your off hand

### Warfan

All	DR 0k1, if you have appropriate emphasis gain +2 to your tn to be hit, +4 if you warfan skill is 6.
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## SKILL MASTERY

### *Bugei Skills*

Battle	5: once per combat after an ally deals damage roll battle tn 20 if you succeed roll 1k1 and add it to your initiative total. 7: Reading terrain now takes only one round, and you may pass you free raise to an ally who was with you. 10: you gain 3 free raise from reading the terrain
“Weapon” skills	5: Reduce wound penalties for “weapon” skill roll by your rank in the skill. 10: When using these weapons 9’s explode on damage just like 10’s
Chains	5: Additional Free Raise for Disarm and Knock Down with Chains 7: +1k0 to contest Strength roll for beginning a grapple with a Chain
Heavy Weapons	5: Reduce targets armor or Carapace by 1 with heavy weapons 7: Reduce targets armor or Carapace by 1 with heavy weapons
Kenjutsu	5: you may now spend another void point to add another 1k1 to damage
Knives	5: You suffer no penalties for wielding 2 knives 7: gain a free raise only for extra attacks while wielding 2 knives
Ninja Ranged	5: 10’s explode on damage with Shurikens and Tsubutes, and Blowguns deal 1k1 now.
Peasant Weapons	5: +0k1 to damage with peasant weapons 7: +1k0 to damage with peasant weapons
Polearms	5: you deal an extra 1k0 to large or mounted foes with polearms 7: you no longer suffer a damage penalty for using polearms against normal sized targets, but do no gain the bonus damage.
Spears	5: you deal an extra 1k0 to large or mounted foes with polearms 7: you no longer suffer a damage penalty for using polearms against normal sized targets, but do no gain the bonus damage.
Staves	5: you no longer suffer the staff attack penalty against armored foes 7: gain an additional free raise for knockdowns with staves.
Warfan	5: you suffer no penalty for having a war fan in you off hand. 7: add you warfan skill to you tn to be hit while wielding a warfan

### Defense

3: Add your defense total to your TN to be hit at all times except when incapacitated, in full attack posture, or unaware of an enemies attack  
5: If it is the first round of combat you may declare the full defense posture when initiative is rolled, this count’s as your action in the first round.  
7: You now add twice your defense total to your TN to be hit at all times except when incapacitated, in full attack posture, or unaware of an enemies attack  
10: You may move or perform complex actions while in full defense.

### Horsemanship

1: you can fight while mounted  
3: you can use full attack and full defense posture while mounted  
5: your steed uses you tn to be hit if its higher  
7: gain a free raise to attack unmounted foes while you are mounted  
10: you may move as a simple action while mounted.

### Iaijutsu

3: you may focus an additional time in an Iaijutsu duel.  
7: you roll an additional die when you focus in an Iaijutsu duel.  
10: you may focus another additional time in an Iaijutsu duel.

### Jijutsu

3: you deal an extra 1k0 in unarmed combat  
7: you deal another extra 1k0 in unarmed combat  
10: you deal an extra 0k1 in unarmed combat

### *Other Important Skill mastery abilities*

#### Etiquette

3: +5 to the tn of contest social rolls against you.  
7: +5 to the tn of contest social rolls against you. (total +10)  
10: +10 to the tn of contest social rolls against you. (total +20)

#### Investigation

5: you may make an additional attempt at failed investigation rolls to search for clue or interrogation.(this is a separate roll from the 1<sup>st</sup>)  
10: you may make another additional attempt at failed investigation rolls to search for clue or interrogation.

#### Medicine

3: +1k0 to wounds treated  
5: +0k1 to wounds treated  
7: +1k0 to wounds treated and to doses foraged, and you may treat someone a second time in an hour.  
10: +0k1 to wounds treated, you always only uses one dose of medicine, and you may treat someone a second time in a half hour